Mistmare

THE WORLD OF MISTMARE

It is near the end of the second millennium. The old continent has been ravaged by 600 years of menace: a horrible fog, destroying the minds of anyone who dares to enter it, is covering most of what was once called Europe. The Fog has claimed the lives of millions and pushed the civilization to the southern lands of the continent. The Holy Roman Republic, the only surviving state in the southern part of the continent, has been unable to fight the Fog, although it has been practicing powerful and useful liturgical magic for hundreds of years. In the 13th century, the Church has been able to eliminate the plague epidemic using its then-powerful Link towers, a spell-casting mechanism connecting all major European cathedrals, but has been since able only to create a volatile northern border, preventing the Fog to spread to its southern lands.

Today the Holy Roman Republic is isolated: to the north, the Fog prohibits all passage. Anyone wandering into the Fog has never returned, their minds destroyed by the Fog.

Towns that border the Fog are protected with harmonic tolling, a magical spell cast using magically crafted church bells. To the south and east, warring nations of Northern Africa and Middle East make trade and communication extremely difficult.

To the west, the Fog has spread to the seas and prevents sea travel. No ships that have sailed through the Straits of Gibraltar to the west have ever returned. The self-contained Holy Roman Republic, ruled by the Church, enjoys relative prosperity, although significantly underdeveloped compared to the rest of the world. The state lives in feudalism; the Church, using its armed forces and the Inquisition, a special branch of sorcerer monks, controls the lives of people. Simple folk endure and assure each other that one day, The Prophecy, foretold of old, shall come to pass and the continent will be saved. Periodically, peasant revolt to try and shake the iron rule, but all are crushed.

YOUR CHARACTER - ISADOR

The last peasant revolt against the Church occurred in the northeastern realms of Carniola in 1978. After the clash between the peasant force and the Church army, the peasant leaders retreated to the edge of the Fog. When the scouts reached their camp, they found no survivors - except for a raving old man and a crying baby. The Church soldiers delivered the baby boy to a local orphanage. The nuns of the orphanage named the baby Isador - after a local saint, renowned for his good deeds. At the age of 18, Isador leaves the orphanage.

Driven by a strong desire to serve God, which had saved him from the horrors of the Fog, he enrolls in the Church army corps. During his training in the south of Spain, Isador comes into mortal danger, but saves himself by using magical powers, hidden until this point. He is transferred to the magic academy of Athens, where he is trained by the Church liturgical sorcerers, and attains the rank of brother Inquisitor - a kind of sorcerer monk order that serves as a special force for solving the more delicate problems of the church.

MISTMARE ON THE INTERNET

THE OFFICIAL MISTMARE SITE IS http://mistmare.arxeltribe.com

Make sure you visit it to check for game updates (problem-fixing patches and new options) forums, and additional background information on the game and its world.

USER INTERFACE BASICS

When the game loads, the user interface shows a three-dimensional view of the world, which is presented in the main part of the screen. The game can be controlled solely by mouse, or with the help of keyboard shortcuts.

THE BASIC USER INTERFACE
1. Adventuring interaction/combat school selection slots
2. Offensive spellcasting
3. Enhancement spellcasting
4. Calendar
5. Time of day
6. Utility belt slot
7. Character sheet
8. Inventory
9. Questlog
10. Map
11. Health bar
12. Stamina bar
13. Cursor

Basic character movement and selection

Character movement and selection of interactive spots is done using the mouse or the keyboard. If using the mouse, the following two rules apply:
• **Left-clicking** the mouse button **SELECTS** the object (item, exit, character) under the current cursor position, enabling you to perform actions with it
• **Right-clicking** the mouse button directs the character to **WALK** (or **RUN**, if the spot is far away) to the desired spot.

You can also move the character using the keyboard. Refer to the key mappings section for more detail.

Interactive objects

You can interact with any active objects in the environment (exits, props, characters). When you move the mouse cursor (arrow) over an interactive object, the cursor will change to indicate a possible action. If notthe cursor does not change, that object is not interactive at the moment (but might be at a later time).

Interface functionality

The control part of the interface is divided into two sections. The upper part provides tools (icons) for adventuring (search, dig, pick locks, etc.), combat control, and spellcasting, while the lower part provides the utility belt (which contains items and harvesting gems), as well as indications of health, stamina, and game lengh.

The four gargoyles in the corners of the screen are quick shortcuts to the **character sheet, map, inventory, and the quest log/journal**.

You select any function of the main user interface by left clicking on the required icon. When the character sheet, inventory, or quest log options are selected, their respective windows appear over the screen.

CHARACTER SHEET

The character sheet provides insight into the current attributes (properties) of the player character, such as health or strength, as well as the skills the character possesses.

The character sheet is invoked by pressing the "**CHARACTER SHEET**" key (by default, "S") or left clicking on the top left gargoyle in the main user interface screen.

The main character sheet illustrates a quick look at the most important character attributes, which are created by the three Spheres of Life: the Solar, Lunar, and Terran Sphere. The left pane shows the spherical chart of your character (the primary statistics), and the right pane shows the derived (secondary) statistics.

1. Character alignment
2. Character spheric affinity
3. Character spheric focus
4. Character spheric resistance
5. Corporeal aspect view
6. Spiritual aspect view
7. Basic attributes
8. Combat attributes
9. Adventuring skills

The size of the nine circles in the left pane indicates the quantity of an attribute it represents – the larger circle, the more the attribute is present with the character.
The nine circles are sorted horizontally in three groups
• The three circles on the far left (icons of sun, moon, and earth) represent the ability that the character has with solar, lunar, and terran sphere. The focus gives you a bonus to liturgical spells of the appropriate magic school. A character with a high lunar focus will use lunar spells with stronger effect.

• The middle three circles represent the affinity of the character towards the three spheres of life. These, together with the aspect of the character, are used to produce the secondary statistics (agility, health, strength, intelligence, concentration, willpower), which are displayed in the right pane.
• The three circles on the right represent the resistance of the character towards the three spheres. Sphere resistance decreases the effects of aggressive spells of that sphere cast on the character.

On the right pane, all secondary statistics (derived from the spheres and aspects), combat attributes, and adventuring skills are represented in a quantitative or symbolic (bars and symbols) form. Each attribute (such as health or concentration) is shown with its level (the numeric value or alternatively, the number of symbols shown in the upper part of the rectangle) and the proficiency within that level (the second numeric value or, alternatively, the growing bar underneath).

SHOWING YOUR ASPECTS
You can "drill down" to determine how spiritual and corporeal aspects of your character combine with your sphere attributes by clicking on the TREE (corporeal aspect) or the TOWER (spiritual aspect).
The spiritual aspect defines your mental abilities, which are
• The concentration, intelligence, and willpower attributes
• The observation, lore, harvesting, and manipulation skills
• The schools of magic spells (shrieks and harmonies in liturgical magic) your character has learned)

You can return to the main character sheet screen or to the corporeal aspect view by left clicking on the BODY or TREE pictures respectively.

1. Back to character sheet window
2. Corporeal aspect view
3. Derived spiritual attributes
4. Spiritual skills
5. Enhancement schools of magic
6. Offensive schools of magic

The corporeal aspect defines your corporeal abilities, which are:
• The **health, agility**, and **strength** attributes
• The **ranger, acrobatics, defense**, and **stealth** skills
• The **schools of combat** your character has learned

You can return to the main character sheet screen or to the spiritual aspect view by left clicking on the BODY or TOWER pictures respectively.

1. Back to character sheet window
2. Spiritual aspect view
3. Derived corporeal attributes
4. Corporeal skills
5. combat schools

IMPORTANT PLAYER COMBAT PROPERTIES

The two most important player properties in combat are health and stamina, which are always shown in the main user interface as the red (health) and blue (stamina) bars at the bottom of the screen respectively.

Health

The **health (red) bar** is diminished when you are hit by enemy strikes or spells, and automatically grows when you rest. When the health bar is exhausted, you will fall unconscious and wake up in the home location of the current episode.

Stamina

The stamina (blue) bar defines your current ability to strike an opponent, or cast a spell.

You will spend stamina with combat actions, and different schools of combat, and different spells have different levels of stamina burn (usage).

If your current level is too low for a particular strike or spell, you have to wait for your stamina level to grow, or choose a less demanding offensive or defensive move.

Current stamina and stamina limit

The stamina bar indicates two important aspects: the current stamina (deep blue color), and the current stamina limit (pale blue color). The stamina limit indicates the maximum stamina your character can have at any given time.

Stamina is used to determine the capability to strike in combat. **Stamina is decreased when using combat strikes**. The stamina grows automatically, when the character is not attacking.

The stamina limit is used to determine the capability to cast spells and perform adventuring actions. Therefore, the current **stamina limit is decreased when using spells or adventuring action**s. The stamina limit grows automatically when the character is not performing an activity, and can be increased on-demand through resting (described

in the "Time Passage and Time Management" section of this manual).

Reference Chart

The reference chart gives you an overview and explanation of the three Spheres of Life and the connections between all derived statistics and character properties. You can examine the reference chart by pressing the REFERENCE (BACKSPACE) key.

PLAYER DEATH

The good news is that you cannot die in the Mistmare world. When your health drops to a minimum level, you will fall unconscious and wake up in the starting point of the current episode.

If you lose a fight, you are able to regain your health while visiting certain areas to improve your combat and magic skills. You can then, try combat again using your newly acquired powers.

Hint: If you win a fight, the defeated opponent will usually leave some items behind for you to pick up as a reward (explore the defeated enemy by clicking on interaction on the corpse).

GAME WORLD AND TIME

EPISODES

The game is divided into episodes, each of which represent independent parts of the game storyline. Each episode is usually set into a city, but you can not proceed to the next episode until the goals of the current storyline are met.

LOCATIONS

Locations are separate parts of Mistmare world (such as city streets, barber shops, blacksmith huts, and the like), which are entered and exited through entrances and exits.

FOG ARENAS

Whenever you venture into the Fog, you face the danger of its mind-destroying powers: nightmare creatures appear all around you, and only a warrior of proper skill and abilities can defend himself from such adversaries. Passage through the Fog is represented with Fog arenas in the world of Mistmare.

Fog arenas are special locations, which appear as you enter the Fog, either as a part of a side quest, or when traveling between cities. A Fog arena is a world turned dead, full of unknown traps and creatures. You are required to safely exit the arena and proceed on your journey, only if you manage to survive it, of course. Fog arenas are exited via visible arena exits.

Time passage and time management

In Mistmare, time passes only when certain time-consuming actions occur between the character and the world. This means that no time passes when you simply stand in the street, or perform less demanding actions, such as talking to characters, or when fighting enemies. On the other hand, picking a lock, meditating at a shrine, or using the sleeping bag will time.

Time passage is indicated on the date and time corners in the lower bar of the main screen. The left corner displays the current date, and the right corner represents the time of day, and is animated to indicate time passage accordingly.

Each episode in the game has a fixed maximum number of days (in gametime terms) available to complete it. The storyline goals can usually be met well before this time limit expires, so you are able to use any extra time available to venture on side quests and enhance your character abilities through building points.

Bonus time

If you finish a game episode's storyline earlier than the episode time limit dictates, you will have additional time available to enhance your abilities with side quests or building points, before you

proceed to the next episode. This is called bonus time, and you might choose to spend it immediately, or carry it through to the next episode, where it will be added to that episode's time limit.

When playing the game, you will be asked whether you want to proceed to the next episode. Use this time wisely to prepare for the challenges ahead.

Note: Each extra episode will automatically add some reward bonus days to your bonus time pool.

Time locking

Some of the events in the game are time-dependent, when the game can lock its time, not allowing it to pass beyond a certain limit until the task is met. This forces you to proceed with playing the main storyline, and temporarily prevents non-storyline actions (such as side-quest actions or building point actions until the current storyline goals are met.

Note: When the game locks its time, a message "Time locked" will appear in the main interface. The journal will usually indicate the reason for locking, and instruct you on how to proceed playing the main storyline.

For example, an important character in the game will instruct you to meet him in exactly two days. You might use those two days to read books or pray in the nearby monastery. If you go to the monastery and use the pray action on its altar, a defined time period will pass (say, six hours). If you repeatedly pray eight times – two days – the game will lock its time and force you to proceed with the storyline the pray option will no longer be available on the monastery altar. After you meet the character, the time will unlock and enable you to proceed freely.

Resting

You can rest by using the standard Inquisitor issue sleeping bag in your inventory. Through resting, you can increase your stamina limit on demand, at the cost of spending time.

ADVENTURING

ACTIONS WITH THE WORLD

SELECTING ACTIONS

All actions within the world are selected from the adventuring actions bar (the four icons in the upper left hand bar of the user interface). When a prop, item, hotspot, or character is selected (by left-clicking on an active object), these icons will show four possible actions, which can be performed on that object. Typical actions include talking to a character, going through a door to another location, picking a lock, shattering a door, tolling a bell, praying at a shrine, and so on.

By pressing on the action icon, or pressing on the keyboard shortcut key ("ACTION 1" through "ACTION 4" keys, by default mapped on the F1-F4 keys), you will perform the action.

INTERACTION INTERFACE
1. Interaction icons
2. Active object indication (cursor)
3. Active object description
4. Action description

Adventuring action icons may become grayed out. This indicates that there is not enough time left to perform that Action. This is a result of a necessary storyline event, which has to occur for the game to continue. Check the quest log or journal to determine what to do next.

Prop actions

The most common actions those applied to game props, such as anvils, closets, chests, doors, etc. When a prop is selected, all available actions will appear on the actions icon bar.

Most actions will require some time to accomplish. This might interfere with the game's main story-line, which can lock the gametime if an important event has to occur. In this case, actions involving props will be grayed out until the storyline current goals are met. Consult the quest log or the journal to find out how to satisfy the current game goals.

Location actions

Even a location can have actions related to it. Examples include a shop (where the idea is to trade with the shopkeeper) and special actions, such as helping in a pharmacy, or helping the blacksmith.

When you enter a location, it is the choice of available action will appear in the actions icon bar.

Shopping

There are different kinds of shops in every episode of Mistmare offering different items. It would be wise to check them all. Usually it also pays to return to the shops, because they might stock different items. You are not the only person shopping there, and prices might change overnight.

When you enter a location, which has a trader inside it (a tavern, a pharmacy, a blacksmith, a brick-a-brac shop, etc.), the shopping icon appears automatically in the adventure skills bar.

You do not need to focus anything for this icon to appear.

SHOPPING USER INTERFACE ACTIVATION
1. Shopping action
2. Other optional location actions

Press the shopping icon to trade in any of these locations. A double paned window will open. Your inventory will be shown inside the left pane, and the purchases available will be shown in the right pane.

SHOP INTERFACE
1. Your inventory
2. Shop's offerings
3. Item action/description button
4. Item price
5. Item description view

Every item shown in the panes has a price attached to it. Prices of items in your inventory are the prices the trader is willing to pay you for the item. Prices of items in the shop's offerings are the prices you have to pay the trader to buy that item.

The following actions are available inside a shop
• When you left click on an unequipped item in your inventory (left pane) you sell that item to the trader.
• When you left click on an item in the shop's offerings (right pane) you buy that item from the trader
• When you left click on the small circle under any item, you will see the description of the item in question.

Note: clicking an equipped item in your inventory will unequip it, making it ready to be sold.
You can exit a shop by clicking on the shopping icon again, or press the "CANCEL" key (by default, "ESC").


DIALOGUE INTERFACE
1. Dialogue text
2. Interactive answer options
3. Skip dialog node button

When in dialogue, the spoken text will appear in the main area of the interface. Multiple answer choices might appear, enabling you to choose different paths through the game.

Hint: Many important facts learned in a dialogue will be jotted down in your journal.

ACTION WITH CHARACTERS

When you select a character, a "talk" option may appear on the actions bar. Selecting it will start an interactive dialogue with that character.

USING THE MAP
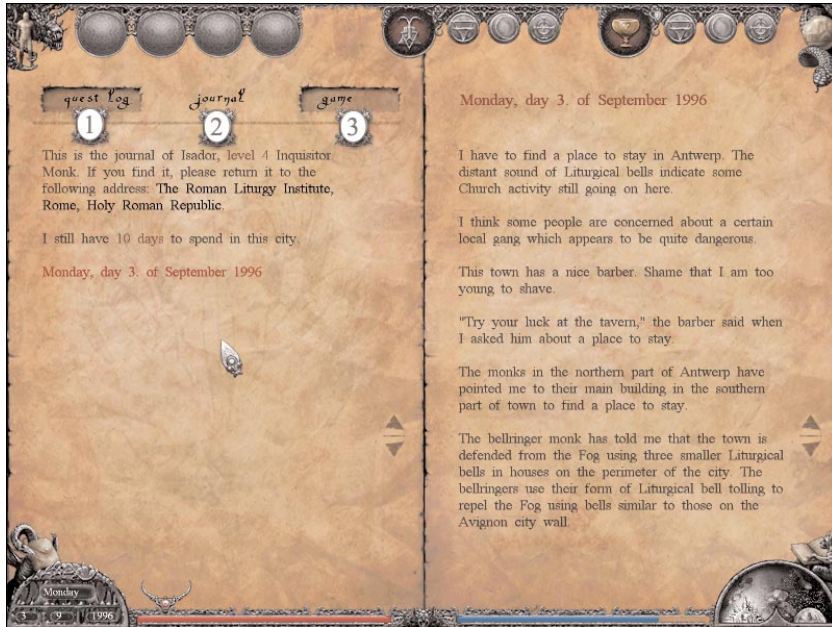
In outdoor environments, a map is available ("M" key). On the map, click on one of the landmarks and you will run to that spot in the environment.

Quests

The game storyline proceeds in the form of quests, and you can spend additional time by accepting side quests (quests not directly related to the main storyline) and enhance your abilities using building points (interactive objects or locations, designed to boost certain ability, at a certain cost).

You will usually accept a quest through a dialogue with an in-game character. The active quests will appear in the quest window, accessible through the "QUEST WINDOW" key (by default, the "Q" key), or by clicking on the bottom-right gargoyle in the main interface.

Quest log

You can see the active quest list and their descriptions by selecting the quest log tab in the quest window. By clicking the quest name, its description will appear in the right pane.

Journal

Your journal will contain all important information you will learn from interacting with the world and its characters. An on-screen message will inform you of any updates to the journal, and you can access journal entries by selecting the journal tab in the quest window. Journals are sorted by days, and you can access a day's journal by clicking on it.

Building points

One of the ways to spend time is to use building points, which are objects, which enable you to boost your character's attributes.

Examples of building points include altars and shrines, where you can meditate to enhance your spiritual abilities, or the blacksmith's anvil, where you can increase your corporeal abilities.

Note: that if an action icon is grayed out on a building point, time is locked by the game to allow the main storyline to proceed. When you satisfy the current storyline goals, you can return to the building point and continue using it.

Using the inventory, items and weapons

All items you carry around will be stored in your inventory, from where you can equip them (weapons, armor, wearable trinkets), put them in your utility belt (potions, trinkets, etc.), or interact with them.

Using the inventory

You can access the inventory by pressing the "INVENTORY" key (by default, the "I" key), or by clicking on the left-bottom gargoyle in the main interface.

The left pane displays the contents of your inventory. You can use the arrow keys to scroll through the inventory or use the top tabs to display only a single class of items (weapons, armors, key, etc.) present in your inventory. The inventory can hold an unlimited number of items.

Each item has a small circle underneath it. By clicking on the circle, the description of the item will be revealed, along with a description of its magical effects and the spherical chart. The color of the circle indicates the uniqueness of the item: red for unique items, green for rare items, and no color for common items.

Equipping weapons, armour, and trinkets

All weapons, armours, and wearable magic trinkets are equipped by simply left-clicking them. A small human figure will appear beside the item, indicating it has been equipped on the character. The right pane shows the character and his available equipment slots, together with the equipped items. You can unequip an item by clicking on it again. Remember that some weapons are two-handed and will prevent you from using a shield at the same time.

The shield will be equipped, but will be worn on the character's back and will not be used in combat to block strikes. However, its armour class and any magical effects still apply.

Note: Always equip yourself with weapons and armour BEFORE entering a fight, as you will not be able to do so in combat. It is best to stay equipped throughout the game and only change certain items if required.

Alternate weapon

At any time, you can equip two weapons, but you can only use one at the time. You can switch between weapons with the "SWITCH WEAPONS" key (by default, "Z") during combat. The same key is used to switch between slots in INVENTORY mode to equip different weapons.

MAGICAL EFFECTS

Items and weapons may have magical effects and side effects. Those effects are indicated with the description of the item or weapon. For example, armor might project an aura, which modifies the character's properties; a necklace might prevent all liturgical magic in the wearer's surroundings, etc. If many magical items are equipped, the magical effects indicators might clutter the user interface. Use the "EFFECTS TOGGLE" (by default, "E") key to show/hide the indicated effects of equipped items. The effects will still work, and will only be hidden from the user interface.

Item actions

Many items have actions bound to them. For example, a set of weights can be used to work out and boost one's strength. You can use items in your inventory and interact with them to spend time and boost your attributes.
To interact with an item, click on the small circle under its icon. A description of the item will appear, and the action icon bar will show any possible actions possible with this item.

Note: Some items (such as the Sharpness of Scythe) may not be sold in the game, if the storyline requires it to be kept.

Note: You can rest by using the sleeping bag (standard Inquisitor issue) in your inventory. Through resting, you can increase your stamina limit on demand, at the cost of spending time.

Using the utility belt

Items which are not equipped directly on the body of the character, are found in the utility belt. Such items include health potions and magic trinkets, and are available for immediate use by pressing the utility belt activation keys (the "BELT 1" - "BELT 8" keys, by default mapped on keys "1" – "8").

By default, these keys are used to immediately activate an item in the utility belt, the number corresponding to the slot in the belt, counting from left. For example, if the third item in the utility belt is a large health potion, pressing the "BELT 3" key will make the character immediately drink that potion. Such an immediate action is obviously very useful in combat situations.

### Switching between the primary and secondary utility belts

Switching between the primary and secondary utility belts
To accommodate for more than eight items on the utility belt, another secondary belt is available to hold eight more instant-use items.

You can toggle between the two belts using the "UTILITY BELT TOGGLE" key (by default, the "B" key), or clicking the face between the health and stamina bars.
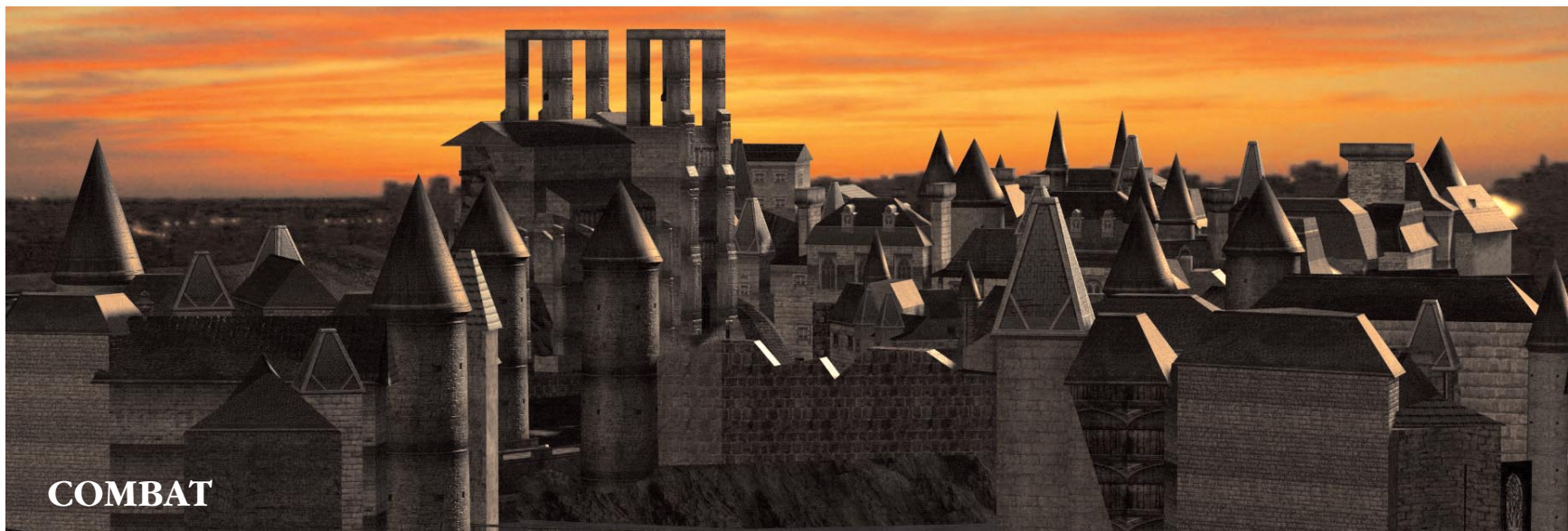
COMBAT

USER INTERFACE IN COMBAT MODE

Normal vs. combat mode
The user interface switches between normal (or adventuring) mode, and combat mode, depending on the situation. In normal the "ACTION 1" to "ACTION 4" keys are mapped to adventuring actions, while in combat mode, those keys are mapped to activate different schools of combat. By default, the user interface is in normal (adventuring) mode.

Combat Mode
You will enter combat mode when an enemy moves into your vicinity, and you have either selected it (focusing it with a left-click), or it has come inside a certain combat range.

Note: While in combat mode, you cannot equip yourself with weapons from your inventory. Therefore, it is extremely important that you enter the combat equipped, or alternatively, escape the combat by moving away from your enemy (move away and right-click away from the current enemy), which will revert the interface back to normal mode.

CONTROLLING COMBAT IN REAL-TIME

Selecting an enemy to fight
When you see an enemy, you can left-click it to select it and enter combat mode. Double-clicking the enemy will select it and immediately engage the "ATTACK" mode explained in the "Combat modes" section later in this manual.

Note: When more than one enemy is present and within combat range, you can switch between enemies using the "SWITCH ENEMIES" key, explained in the "Switching between enemies" section later in this manual.

Selecting a school of combat
During the game, you will learn different schools of combat from other game characters, and you can then enhance those schools by using them in combat. Although those schools will have different names, they all belong to one of four classes:
• The low stamina burn, short range school of combat (activated by the "ACTION 1" key, by default, "F1")
• The medium stamina burn, high hit probability school of combat (activated by the "ACTION 2" key, by default, "F2")

• The medium stamina burn, high damage school of combat (activated by the "ACTION 3" key, by default, "F3")
• The high stamina burn, long range school of combat (activated by the "ACTION 4" key, by default, "F4")
After selecting an enemy, press one of the "ACTION" keys to select the school of combat to use. An example of a school of combat is the "Military" school, which is a low-stamina burn, short-range school.

Combat interface
1. Combat school selection
2. Offensive spells
3. Enhancement spells
4. Enemy name, level and health bar
5. Action indicator (change combat school, trap monster, release monster, cast spell)
6. Buttons/indicators (one/two-handed weapon, switch weapon, cycle enemies)

If you do not select a school of combat after selecting an enemy, the first available school of combat will be selected by default.

COMBAT MODES
With the enemy and a school of combat selected, you can influence combat in real time by choosing your character's behavior in a fight. There are four basic modes, which you can continuously switch while in combat:
• GUARD MODE, where the character stays in place, and strikes the enemy only if the enemy comes in weapon range. THIS IS THE DEFAULT COMBAT MODE AND IS AUTOMATICALLY ACTIVATED IF NO OTHER COMBAT CONTROL KEYS ARE PRESSED.

• ATTACK MODE, where the character attacks the selected enemy, moving automatically to the best combat range for the equipped weapon.

You must press the "COMBAT ATTACK" key (by default, the "8" key on the numeric keypad to move within the range and strike the enemy. You must HOLD the "COMBAT ATTACK" key to keep within the range and continuously strike the enemy at the first possibility.

• DEFEND MODE, where the character only defends from enemy strikes and gains stamina by resting. You must HOLD the "COMBAT DEFEND" key (by default, the "5" key on the numeric keypad) to stay in the DEFEND mode.

• RETREAT MODE, where the character retreats from combat (i.e. walks backwards from the selected enemy). You must press the "COMBAT RETREAT" key (by default, the "2" key on the numeric keypad) to retreat from the enemy.

Some important things to note when using specific combat modes:
• While in ATTACK MODE, you cannot block an enemy strike
• While in RETREAT MODE, the character will not appear to be hit by a blow, but will lose health nevertheless, if the enemy strike was successful (i.e. the character cannot play a "hit recovery" move)

Hint: If you left-click (select) an enemy twice in succession, the character will enter the ATTACK MODE and stay in it, therefore continuously attacking the enemy without player intervention.
Hint: By default, all combat mode selections are conveniently and intuitively mapped on the keys of the numeric keypad.

Note: The more actions you perform during combat, the slower your stamina will grow.

ESCAPING THE ENEMY
While in DEFEND or RETREAT modes, you may right-click on a spot in the environment to break out of combat and try to escape the current enemy.

STRAFING IN COMBAT
When engaging the enemy in combat mode, you can always use the "STRAFE LEFT" and "STRAFE RIGHT" keys (by default, the "4" and "6" keys on the numeric keypad) to strafe around the selected enemy.

SWITCHING WEAPONS, HANDS, AND ENEMIES DURING COMBAT
Primary and secondary weapon.
As mentioned before, weapons are equipped from your inventory. At any time, you can equip two weapons, but you can only use one at the time.
You can switch between weapons with the "SWITCH WEAPONS" key (by default, "Z") during combat. The same key is used to switch between slots in INVENTORY mode to equip different weapons. The character has to stand still for weapon switching.

One and two-handed strikes.
Some weapons, such as specific types of axes or swords, can be used in one or two-handed fashion. Two-handed strikes are faster, but will burn more of your stamina. You can switch between one-handed and two-handed usage of a weapon with the "SWITCH ONE/TWO HANDED" key (by default, "X") during combat.

Switching between enemies.
When multiple enemies are present and within weapon range, you can use the "SWITCH ENEMIES" key (by default, "C") to spread your focus among them.
Pressing the "SWITCH ENEMIES" key once will select the nearest enemy, if no enemy is currently selected. Repeatedly pressing the "SWITCH ENEMIES" key will cycle through all enemies in your weapon range, selecting them one at a time.
If you HOLD the "SWITCH ENEMIES" key, you will enter the multi-attack mode, where your character will fight multiple enemies automatically, delivering strikes to all enemies in range one at a time automatically.
Hint: all three switching options ("SWITCH WEAPONS", "SWITCH ONE/TWO HANDED", and "SWITCH ENEMIES") are available as icon shortcuts, which are revealed if you left-click on the time (clock) corner (the lower right corner of the screen).
You might prefer to have these options available instead of the default indication of time in order to simplify your combat interface.

ENEMY STATISTICS
When an enemy is selected, its name appears on the screen along with its health bar and level.

USING SPELLS IN COMBAT
Two magic realms are known to the human race in the game: the Realm of Liturgy and the Realm of Alchemy.

SPELL INTERFACE
1. Select offensive school of magic
2. Cast terran offensive spell
3. Cast lunar offensive spell
4. Cast solar offensive spell
5. Select enhancement school of magic
6. Cast terran enhancement spell
7. Cast lunar enhancement spell
8. Cast solar enhancement spell
9. Active magical effects on character

REALM OF LITURGY
Liturgical magic, discovered by the Roman Church, influences living matter, and is directed by sound. The knowledge of this realm has spread throughout the southern territories.
The subject of liturgical study are chords, each of them consisting of three spherical harmonies or spherical shrieks, one for each sphere. The harmonies and shrieks are considered liturgical spells. The spells of the same chord share certain similarities, but only affect one of the spheres.

Enhancement spells.
You can cast enhancement spells (or harmonies, in the realm of Liturgy) on your character to improve your character's abilities, such as increased stamina rate, or faster striking speed. In combat, they are cast as defensive, fortification or restoration spells.

The harmonies are more efficiently vocalized by lawfully aligned characters. You can select and cast enhancement spells using the following keys:
• "CYCLE ENHANCEMENT MAGIC" key (by default, the "F5" key) selects the school of enhancement magic you want to use
• "CAST ENHANCEMENT TERRAN" key (by default, the "F6" key) casts a terran sphere spell in the selected school
• "CAST ENHANCEMENT LUNAR" key (by default, the "F7" key) casts a lunar sphere spell in the selected school
• "CAST ENHANCEMENT SOLAR" key (by default, the "F8" key) casts a solar sphere spell in the selected school
The effect of the spell depends on the school of magic from which it derives, and the sphere the spell is cast in.

For example, you can improve your heal rate by casting a solar sphere spell of the "purification" school of magic, your proficiency in the spell school will increase through the use of its spells.

At a certain level of proficiency, additional spell effects may result. In the mentioned case, you might be instantly healed.
When a spell is cast empty handed, only the basic effect is caused. The spell may either be cast at melee, medium or long range, although the power may decrease with range.
The power of the effect depends on the character's proficiency for the spell and her natural focusing ability for the sphere. If the spell is an offensive spell, aimed at another living creature, that creature's resistance in the matching sphere is subtracted from the power.
When a spell is cast using a wielded weapon in hands, it is considered to be focused, unless the particular weapon prohibits liturgical focusing.

The character's natural focus for the sphere is combined with the weapon's focus for that sphere, and with the matching focuses of all focusing items used by the character (talismans, rings, necklaces...). If the spell is an offensive spell, aimed at another living creature, that creature's resistance in the matching sphere is subtracted from the combined focusing value.

The magical effects of enhancement spells currently active on the player are visible as icons in the bottom right part of the screen, above the time corner. You can move the mouse cursor above the icon to see the effect description. Enhancement spells you cast on your character will wear off in a certain time period, but the magical effects you gain by equipping certain magical items will stay for as long as the item is equipped.

Note: you can always cast an enhancement spell on yourself, regardless of combat or adventuring mode, if you have enough stamina available.
The following enhancement schools of magic and their associated spells will become available to you, as you progress through the game:

Purification
This harmonical chord is the essence of liturgical magic. Its sounds induce the spheres to vibrate at higher frequency, making the corporeal aspect of oneselfone more efficient.
• Terran harmony: Purify the terran sphere, increasing one's strength. When used by a skillful chanter, their body may actually grow for a while, causing to inspire terror in those present.
• Lunar harmony: Purifies the lunar sphere, increasing one's agility. At a higher level, the lunar resonance is also increased, one of the side-effects being that each time the chanter strikes an opponent, their attack speed will gain a temporary boost.
• Solar harmony: Purifies the solar sphere, increasing the healing rate of the body. A higher level harmony could cause the subject to be healed immediately.

Transcendency
The harmonies of the Purification chord have been refined over the centuries. One of the many variants, but a very successful one, became known as the Chord of Transcendency. It goes beyond the purification of spheres, making them glow in an unseen light. The body affected by the Transcendency harmonies will be able to conduct deeds that are otherwise out of reach for a mere human.
• "Terran harmony": Transcendence within the terran

sphere. The efficiency of one's strength is multiplied, causing, between other things, higher damage when striking an opponent. At a higher level, the opponent's terran sphere is also sapped whenever struck, then converted into a health boost for the chanter.
• "Lunar harmony": Transcendence within the lunar sphere. At the lower skill level, this harmony will increase one's speed of movement, and at the higher, the speed of actions, like striking, will also be greatly increased.
• "Solar harmony": Transcendence within the solar sphere. At the lower skill level, this harmony will increase one's toughness against the attacks, and the higher will cause one's stamina to develop faster.

Twilight
Tales are told that the Twilight chord was designed by a scholar who had intricate connections with Otherworld beings, most probably the twilight faeries. Their knowledge of the more mystical properties of the spheres has been combined with the orthodox diagrams, making it one of the most peculiar liturgical chords in existence.
• Terran harmony: Twilight of the earth. The invisible darkness surrounding the chanter will cause anyone attacking them suffer pain and damage. Chanted at higher level of proficiency, the darkness may spread, it's side-effect forcing the bones of the dead to rise and fight at the chanter's side.
• Lunar harmony: Twilight of the moon. The chanter gains an ability to travel in the lunar, instead of the terran, sphere of the material world. The movement becomes instantaneous. When the chanter is a very skillful one, an invisible inhabitant is summoned from that sphere as well, wielding its sword to fight for their cause.
• Solar harmony: Twilight of the sun. The chanter is surrounded by a soft glow, illuminating their way. At a higher level, the glow may cause blindness in the enemies.

Offensive spells
You can cast offensive spells (or shrieks, in the realm of Liturgy) on your enemies in order to inflict damage or cripple them in various ways. The shrieks are more efficiently vocalized by chaotically aligned characters. You can select and cast offensive spells using the following keys
• "CYCLE OFFENSIVE MAGIC" key (by default, the

"F9" key) selects the school of offensive magic you want to use.
• "CAST OFFENSIVE TERRAN" key (by default, the "F10" key) casts a terran sphere spell in the selected school.
• "CAST OFFENSIVE LUNAR" key (by default, the "F11" key) casts a lunar sphere spell in the selected school.
• "CAST OFFENSIVE SOLAR" key (by default, the "F12" key) casts a solar sphere spell in the selected school.

If an enemy is selected, you can always cast an offensive spell on the enemy instead of performing a classic combat strike, provided you have enough stamina available.
The following offensive schools of magic and their associated spells will become available to you, as you progress through the game:

Disruption
The purpose of this very common chord of shrieks is to enfeeble an opponent in combat. The effect is achieved by disrupting the opponent's balance in a certain sphere, when the high level effect also influences the basis of the spiritual.
• Terran shriek: Disrupts the opponent's terran sphere, enfeebling their strength. At a higher level of proficiency, the stamina growth rate is also diminished.
• Lunar shriek: Disrupts the opponent's lunar sphere, decreasing their agility. At a higher level of proficiency, the attack speed of the opponent is decreased as well.
• Solar shriek: Disrupts the opponent's solar sphere, forcing their health to leak. At a higher levels of proficiency, the solar basis of the spirit will also be disrupted, causing additional leaking whenever the opponent acts in a hostile manner.

Corruption
This chord has been derived from the Disruption chord by a late medieval liturgical scholar, who raised it partially from the corporeal towards the spiritual aspect. It is not used as regularly, though, since it may permanently damage the subject's spiritual aspect.
• Terran shriek: Corrupts the opponent's terran sphere, shattering their willpower into a state of absolute panic. Used by a more skillful sorcerer, it may cause the panic to spread among other opponents.

• Lunar shriek: Corrupts the opponent's lunar sphere, decreasing their speed of movement.

The higher proficiency effect is a much more powerful one, inflicting an illusion of agony upon the subject, paralyzing them almost completely.
• Solar shriek: Corrupts the opponent's solar sphere, forcing them to attack the shrieker's enemies. At a higher level of proficiency, the opponent will also enter a berserk-like state, increasing their speed of movement.

Celestial
This chord is an advanced study in Liturgical weather control, modified to be used in battle. It controls the elements of the storm, snow, and wind, being thus a very selective branch of the celestial school.
• Terran shriek: Causes a lightning strike at the opponent. At a higher level, the lightning is chained at other enemies in the vicinity.
• Lunar shriek: Creates a local blizzard to induce damage. A high proficiency shrieker may also cause flesh to temporarily freeze, causing the subject additional damage when striking.
• Solar shriek: Creates a local desert storm, full of piercing hot sand. The opponent may also choke from the sand, causing their spending their stamina limit to decrease.

Disintegration
One of the darkest chords in known existence and officially banned by the Church. Each shriek is an attempt of shattering the opponent's sphere, causing almost imminent death. Usually, however, it fails, causing just minor disruption or corruption effects in the affected sphere.

REALM OF ALCHEMY
Alchemical magic, which you will discover later in the game, influences dead matter, and is directed by touch.
The subjects of alchemical study are elements, each of them manipulated by six elemental formulae: three fusion formulae and three dissolution formulae.

The formula pairs (fusion vs. dissolution) affect three kinds of properties of the material world: substance (chemist: blend vs. extract), form (blacksmith: forge vs. shatter) and motion (locksmith: craft vs. disable). The properties roughly correspond to the spheres of the living world.

The fusion and extraction formulae are considered alchemical spells. The formulae of the same element share certain similarities, but only affect one of the properties.

The alchemical formulae are most efficiently used by neutrally aligned characters.
Only the elements used by the Warlord alchemists are modelled in the game.

Reagents are used to cast alchemical spells. There are six classes of reagents, each of them a combination of one big and one small spherical influence:

LARGE INFLUENCE	SMALL INFLUENCE	ELEMENTAL EFFECT	REAGENT
Solar	Terran	Fire	Sulphur
Solar	Lunar	Wind	Gold
Lunar	Solar	Water	Quicksilver
Lunar	Terran	Cold	Diamond dust
Terran	Lunar	Poison	Arsenic
Terran	Solar	Electricity	Copper

Reagents come in three standard cartridge sizes: small, medium and large. The power of reagents varies and is in general related to the cartridge size: large cartridges are the strongest. There are rare exceptions, though, when even a small cartridge may contain a huge amount of power.

Fusion
The fusion formulae are enhancement spells. They are used to create magical items or enhance item properties in a magical way. In combat, they may be used to enhance the character's weapons or armour.
The three fusion formulae of each element are based on three basic alchemical professions: chemist, blacksmith and locksmith.

Dissolution
The dissolution formulae are offensive spells. They are used to extract energies and forces from reagents or items. In combat, they may be used to cast magical energies at the enemy.
The three dissolution formulae of each element are based on three basic alchemical professions: chemist, blacksmith and locksmith.

HARVESTING USING THE SHARPNESS OF SCYTHE
During the game, you will be presented with your weapon of choice, the Sharpness of Scythe. A tremendously enhanced Solar staff, this weapon can be used in two ways
• As a bashing weapon, like the Solar staff, used to attack human opponents
• As a harvesting weapon, where the special harvesting gems (crystals) in the weapon's head (the "rosette") are used to trap nightmare creatures of the Fog inside them, which can then be released as your minions in battles against other opponents

Utility belt change
When you equip the Sharpness of Scythe, you will notice a change in the utility belt. The first six slots of the belt can now only be used to host harvesting gems, which you will collect during the game. Only the two slots on the right of the primary utility belt can be used as general-purpose slots, hosting potions and magical focuses. All items in the utility belt (including harvesting gems) are still selected using standard utility belt keys.

1. Harvesting gem (full)
2. Harvesting gem (empty)

Note: It is recommended to use the primary/secondary utility belt function when using the Sharpness of Scythe to ensure enough utility belt slots are available for potions and magical focuses, as the primary belt is mostly occupied by harvesting gems (crystals).

Trapping (harvesting) nightmare creatures
To trap (or harvest) a nightmare creature into a crystal, you need to have a harvesting weapon (the Sharpness of Scythe) equipped, and an empty harvesting gem (crystal) installed inside one of its slots. Then, select a creature to harvest, and press the button corresponding to the harvesting gem's location on the utility belt (the "BELT 1" - "BELT 6" keys, by default mapped on keys "1" – "6"). The character will cast a harvesting spell and the monster will be trapped inside the gem.

Summoning trapped nightmare creatures
To use trapped nightmare creatures in combat, simply move the cursor on the spot or enemy where you want the creature to appear, and select the crystal containing the creature from your belt (the "BELT 1" - "BELT 6" keys).

You can cast a harvesting spell to summon the creature from the crystal. DO NOT LEFT-CLICK on the desired summoning spot, as this might select something from the scenery. It is enough to simply hover the mouse cursor over the spot over where you wish to summon the monster.

Note: Your summoned nightmare creatures always fight on your side against your enemies. After they are summoned, a circular glow surrounds them, enabling you to distinguish them from enemy nightmare creatures or humans.

The glow is colored in the same color as the crystal the creature came from.

Directing the summoned nightmare creatures around.
To move your nightmare creature around, move the mouse cursor to the desired location and again press the number of the crystal the monster came from (the "BELT 1" - "BELT 6 "keys). As noted earlier, DO NOT LEFT-CLICK on the desired location, as this might select something from the scenery.

It is enough to simply hover the mouse cursor over the spot to which you wish to make the monster go.

Note: after summoning your creatures and directing them to your enemies, you can merely watch the fight instead of actively participating in it.

GAME SETTINGS

The game settings are located in the quest log window, accessible through the "QUEST WINDOW" key (by default, the "Q" key). In the quest window, select the "game" tab to open the settings window.

You may save and quit the game in this menu. When you next load the game, it will start at exactly this point in the storyline, with your saved character properties.

RESTARTING AN EPISODE AND RESURRECTING WITHIN AN EPISODE

The restart episode option will reload the current episode or an already completed episode of your choice, with your CURRENT character properties. If your current character is much more powerful than it was when you first began playing the episode, the episode statistics (obstacle strengths, enemy strength) will adjust to make the game more difficult.

The restore last saved game option will reload latest saved game (game automatically saves when entering a new location).

When you die in the game, you will be given the option to either restart the episode, or resurrect. There are three possible resurrection options, which may not be present at all times:

• Resurrect – if chosen, you will resurrect in your home location, with your health and stamina restored.

• Resurrect (Level down location) – you will resurrect at the current point in the game, somewhere in the same game location; all enemies will have their difficulty level lowered.

• Retry (Lose bonus day) – you will resurrect at the current point in the game, somewhere in the same game location, but will lose a day of bonus time (the extra time available at the end of each episode).
Note: Restarting an episode will save your CURRENT character properties as the your initial episode properties. If you later reload an episode, those saved character properties will be used.

Note: Sometimes, when you lose in combat, you will have to resurrect instead of reloading the game to advance in the storyline.

The settings options allow you to tune the game to your system. For more information, refer to the game release notes.

VIEW CONTROL

You can switch camera (and control) modes by TAB key (by default).

Camera mode: free

By default, the camera (view) of the scenery is "free", which means that it keeps absolute angle you set by cursor keys or mouse middle-button. Alternative keyboard navigation in this mode is disabled (enabled only when in combat mode) and you control your character by using "point and click" with mouse right-button. Pushing the cursor to the edges of the screen rotates camera in that direction. Pressing mouse middle-button allows you to adjust camera angle by mouse. Press mouse middle-button to return to normal mode again.

Camera mode: first person

By using "first person" camera mode you can reach camera angles that other two modes can not (angles close to vertical). Cursors are replaced with crosshairs. Keyboard navigation is enabled and you turn the camera together with the character by using mouse. Point and click movement by using the mouse right-button still works. By clicking the mouse middle-button you toggle free camera mode: camera angle is not bound to mouse and free-mode cursor is active to find and interact with hotspots. Press the mouse middle-button to return to normal mode again. In combat, "first person" mode is inaccessible and the camera automatically switches to a more practical third person "locked" mode.

Camera mode: locked

"Locked" camera mode obeys the same movement and cursor interaction rules as the "first person" mode, except that you can adjust the camera distance from the character by using the "PgUp" and "PgDn" keys (by default) or the mouse wheel. Turning the camera (using the mouse) also turns the character, but alternative "point and click" movement still works.

Camera controls

The camera can be manually controlled using the camera rotation and zoom keys. Those keys are used as follows

• The "ROTATE CAMERA LEFT" key rotates the camera to the left
• The "ROTATE CAMERA RIGHT" key rotates the camera to the right
• The "ROTATE CAMERA UP" key rotates the camera up
• The "ROTATE CAMERA DOWN" key rotates the camera down
• The "ZOOM CAMERA IN" key zooms the camera in
• The "ZOOM CAMERA OUT" key zooms the camera out
• Pushing the cursor to the edges of the screen rotates camera in that direction

By default, the manual camera control keys are bound to the cursor (arrow) keys for rotation, and the PageUp/PageDown as the zoom in/out keys. You can also use the mouse wheel to zoom the camera in or out.

KEYBOARD SHORTCUTS

KEY NAME	DEFAULT ASSIGNMENT	DESCRIPTION
GENERAL		
CANCEL	Esc	cancels the current selection or action if no action is in progress it opens the game menu
REFERENCE CHART	Backspace	brings up the reference chart with info on the RPG system
ADVENTURING MODE		
MOVE FORWARD	W*	walk/run forward
MOVE BACKWARD	S*	walk backward
TURN LEFT	A*	rotate (turn) left
TURN RIGHT	D*	rotate (turn) right
ACTION1 – ACTION4	F1 – F4	selects an action (on item, character, prop, location)
CTRL + ACTION1 – ACTION4	CTRL + F1 – F4	show the tool-tip on the selected action
"QUESTS"	J	opens quest window
CHARACTER SHEET	H	opens character sheet window
MAP	M	opens map window
INVENTORY	I	opens inventory window
SWITCH WEAPONS	Z	switches between primary/secondary weapon
UTILITY BELT TOGGLE	B	switches between primary/secondary utility belt
BELT 1 – BELT 8 (utility belt – normal)	1 - 8	uses utility belt item 1-8
BELT 1 – BELT 6 (utility belt – harvesting)	1 - 6	uses harvesting gem (crystal) 1 – 6 Note: this is only available when the Sharpness of Scythe is equipped
CTRL + BELT 1- BELT 8	CTRL + 1 - 8	Show tool-tip for the selected item
EFFECTS TOGGLE	P	shows/hides magical effect indicators of equipped items (provides a cleaner view of the environment when switched off)
COMBAT MODE		
ACTION1 – ACTION4	F1 – F4	selects school of combat F1: low stamina burn, short range F2: medium stamina burn, high hit probability F3: medium stamina burn, high damage F4: high stamina burn, long range
COMBAT ATTACK	W	moves in range and attack enemy Note: You must HOLD this key to stay in attack mode.

* These keys are disabled in the "free camera" mode.

KEYBOARD SHORTCUTS

KEY NAME	DEFAULT ASSIGNMENT	DESCRIPTION
COMBAT DEFEND	Q	defends enemy strikes only, do not attack Note: You must HOLD this key to stay in defend mode
COMBAT RETREAT	S	retreats from enemy
STRAFE LEFT	A	strafe left
STRAFE RIGHT	D	strafe right
SWITCH ONE/TWOHANDED	T	switches between one- and two- handed weapon use
SWITCH ENEMIES	C	switches player combat focus among available enemies
SCROLL TEXT	PgUp/PgDn	scrolls up/down dialog, journal,…
SKIP DIALOG	Space	skips dialog node
SPELLCASTING		
CYCLE OFFENSIVE MAGIC	F5	selects offensive school of magic
CAST OFFENSIVE TERRAN	F6	casts offensive spell in the terran sphere
CAST OFFENSIVE LUNAR	F7	casts offensive spell in the lunar sphere
CAST OFFENSIVE SOLAR	F8	casts offensive spell in the solar sphere
CYCLE ENHANCEMENT MAGIC	F9	selects enhancement school of magic
CAST ENHANCEMENT TERRAN	F10	casts enhancement spell in the terran sphere
CAST ENHANCEMENT LUNAR	F11	casts enhancement spell in the lunar sphere
CAST ENHANCEMENT SOLAR	F12	casts enhancement spell in the solar sphere
VIEW CONTROL		
ROTATE CAMERA LEFT	Left Arrow	rotates the camera left
ROTATE CAMERA RIGHT	Right Arrow	rotates the camera right
ROTATE CAMERA UP	Up Arrow	rotates the camera up
ROTATE CAMERA DOWN	Down Arrow	rotates the camera down
ZOOM CAMERA IN	PageUp	zooms the camera in
ZOOM CAMERA OUT	PageDown	zooms the camera out
CYCLE CAMERA VIEW	TAB	toggles the first person view
TOGGLE CURSOR MODE	Caps Lock	Toggles between free cursor mode and camera control mode
CHANGE CURSOR MODE	Middle mouse button	Changes between free cursor mode and camera control mode

APPENDIX
WORLD HISTORY AND
WORLD ORDER

The game starts in the year 1996 and takes place in Europe, with an alternative history line, beginning to differ from the existing one in the late Middle Ages.

(14th. Century)
Background
The late Middle Ages of Europe. War and disease, poverty, the struggle for power between the Church and the feudal rulers. After an intervention of the French monarchy, the Holy Seat moves into the city of Avignon.

The Church of this period plays many roles: it is an institution of diplomacy and ideology and it meddles into everyone's political affairs across the Old World. On the other hand, it carries out its research on sorcery in perfect secrecy. Officially, though, the Church bans and persecutes sorcery and witchcraft...

(1290 - 1313)
The birth of Liturgica
Under the Pope's patronage, a group of scholars is formed secretly within the Church, to discover the true facts on sorcery and magic. The group has access to the most protected Vatican archives, enabling them to study even the oldest early-Christian and pre-Christian manuscripts.

(1309)
The Holy Seat moves to Avignon

(1313)
The first theory on Liturgica
Brasio Accantasan, a High Cardinal in lead of the afore-mentioned group of scholars, concludes the key man-uscript on the theory of Liturgica, the liturgical magic. In the manuscript, titled "The Lecture on Triple Nature of Earth: The Influence of Spiritual Spheres on The Materia of Life", all the findings of his group are described and explained. Immediately, the highest members of the Church begin an analysis of the text, judging its conformance with the holy dogma.

(1320 - 1330)
The Exchange of Popes
The Church committee declares the manuscript incompatible with the dogma. The Pope yields under pressure, and a massive persecution of Liturgica scholars is at hand. The scholars, who on the other hand secretly reached beyond the mere theory, use their newly acquired abilities to assas-sinate the Pope and his clique. Cardinal Accantasan becomes the new Pope, whose first step is to move the Seat back to Rome.

The agents of the Church, supporting the new Pope, effectively remove the theological elite of the Old World. The renewed Church publicly announces its liturgical magic powers, rejects its former meddling with profane affairs while keeping its pastoral service, and transcends into the sphere of theological, spiritual and Liturgica research. Scholars search for the true accordance between the new theory and the dogma, and the golden age of interpretations begins.

As the king of France has no heir, a continent-wide war is at hand. The Liturgica scholars secretly intervene at the last moment, healing the king, and providing a heir to the throne. This is noted as one of the first successful political actions of the liturgical scholars, which will much later serve as a reason for the foundation of the new Inquisition.

(1330 - 1340)
The Link
After years of research, the Church connects all the important cathedrals of the Old World into a system of Liturgica resonance. The system, called 'The Link', is a magical system powerful enough to enable wireless instantaneous communication and continent-wide spellcasting across Europe. It is also a platform for research on weather control and healing.

(1349)
The Black Death
The plague epidemic erupts in the city of Kaffa in 1347. A ship sailing to Genova brings the disease onto the main continent in 1348. From 1349 on, the plague epidemics spreads across the continent, mercilessly slaying whole vil-lages and towns.

The Druid revival in Anglia
The English nobility, led by the king, take advantage of the situation to establish a new church. From traditional sources, the druidic rituals and religion are revived as a basis for their populist and secessionist goals. To the people, they spread belief that the plague is the punishment installed by the old, abandoned gods. Massive gatherings are organized to renew the testament with the druidic deities.

After some weeks, the plague epidemics, after taking a horrible toll of the population, suddenly stops and effectively vanishes.

End of Black Death: The Fog
A sudden retreat of the disease increases the political power of the new druids. The inhabitants of British isles are raised into a riot against the holy Church, whose temples in Scotland and Ireland are burnt to the ground. In England, though, the angry mob casts the bell of the London Link Cathedral into the Thames.
The last message to arrive in Rome is: "we are under attack." The Link is now broken, horrifying the church as it loses influence and magical power. A rescue army is sent to London immedi-ately by Vatican, but it never returns, never to be seen again.

In Anglia, the unification of people under the new, "druidic" rule of the former nobility enables Scotland and Wales to be finally annexed to form the new Anglia, a unified state.

The European mainland
Reports arrive from all over Europe, indi-cating that a fog-like mist is forming over the land, filling alpine valleys and moving towards large cities. "The Fog", as it is called, rapidly over-whelms Europe in a couple of weeks, covering all cen-

tral European countries. Anything the Fog covers turns into badlands, killing every human settler. Anyone venturing into the Fog never returns. People, who came close to the Fog, report seeing monsters, demons, and beasts materializing around them. Few survive such encounters.

With the Link no longer working, the Fog spreads over the southern part of Europe. It is weaker and less lethal near the big cities hosting the Link cathedrals (Avignon, Rome), but no one knows why. The Link cathedrals are abandoned, but not destroyed, as remnants of the past.

(1350 - 1450)
Fighting Fog
Years of darkness in horror across Europe
The Fog spreads more slowly towards the south, allowing the Church to devise an emergency plan of defence. An old liturgical technique of chiming, a form of resonant bell-tolling, originally designed to control the weather, proves as a powerful repelling weapon in pushing the Fog back from the Mediterranean region. A borderline is established, and constant liturgical tolling is required to keep the Fog at distance.

The Fog disturbs and disconnects many well-established trade routes and means of communication. The south stays isolated for centuries. Officially, nothing is known of the nations up north, or even if any such nations persisted after the Fog's appearance.

(1450)
The Holy Roman Republic
In the middle of 15th century, the Fog stretches from the Atlantic Ocean to Siberia, all possible contacts beyond the south of Europe with any other part is blocked. The Link has been broken for a hundred years, disabling all long-distance communication and unified liturgical control over Europe.

The Italian church steps up its fight with the Fog and pushes it to a line which now defines the north border. Even by using its strongest spells

of tolling, this new equilibrium cannot be disrupted.
The Church completes its political reformation, and then apparently subsides in the background. Its real influence, however, becomes stronger through time, exerting pressure through its covert operations.

The public believes that feudal reign is supreme and unobstructed, with the Church providing only pastoral, liturgical, and theological services. The Church establishes four prime monk orders to research the Basic truth, the connection between Christian dogma and Liturgica.

At the north border, the Church remains important in its defence role, perfecting their skills of the tolling in the Church sorcery labs. The big city cathedrals become independent units, led by the most competent cardinals.

The states of Italy, France, Spain, and all remaining Fog-bordering territories join to form a single state, the Holy Roman Republic, ruled by the Senate, comprised of local feudal lords (barons) and citizen nobles.

The Moors conquer North African territories, presenting a new threat to the Republic.

(15th century)
The fall of Byzantium
After the fall of Byzantium into Osman hands, the Italian Church has no other Christian opposition in Europe.

(17th century)
The Italian Church formally establishes its secret service, the Inquisition, and no longer hides its political ambitions. Using its powers, based on liturgical knowledge, it controls official rulers. Using large donations from the ruling class, the Church is also able to establish its own mercenary army, used for interventions in various parts of South Europe.

All attempts of the Holy Republic to regain South Spain's Moor-ruled territories fail.

The spiritual development in the South fades. The constant threat of Fog and Moors allow for a state

of emergency and censorship, there are less free interpretations. All attempts to connect the religious dogma with liturgical knowledge fail, and the Church starts moving its focus from spiritualism towards material progress.

(18th century)
Unrest in Europe
Social differences widen in South Europe, which is in an economic crisis. Large upheavals result, which are quickly stopped in their tracks by the Church army.

In the east, the Osman Empire starts to display its expansionistic ambitions. On the Balkans and over the Mediterranean Sea, the Osman often attack against the east border. The forces of the Holy Roman Republic, led by the Church armies, successfully repel all attacks and re-conquer the territory. The Republic secures Greece, extending the state, and is embraced by the local population. At the beginning of 19th century, the Holy Roman Republic and the Osman Empire agree on a permanent, but fragile, peace.

Substantial disagreements appear between the Moor and Osman states, rendering any long-term alliance against the Holy Roman Republic unthinkable.

0In the 18th century, a group forms within the Church, which returns to old investigations about the nature and origin of the Fog. In old, pre-Christian notes, they find key data, which might have forecasted the forming of Fog. Additional clues, also brought from ancient books, indicate possible changes, which might happen at the turn of the millennium.

This group is rumoured to have spawned several legends, such as the later establishment of the sect of Harvesters, which are a renegade group of liturgical scholars, and the seeding of the Prophecy, which survives among the populace and foretells the end of the terror, produced by the Fog.

The liturgical knowledge of the church increases steadily through the centuries. The level of lore skill available today seemed unattainable two centuries beforehand.
(19th century)
World trade

The Osman Empire and the Holy Roman Republic establish trade routes, extending to the Far East. For the first time, Europe is regularly supplied with Oriental goods.

Using mountain peaks of the South Europe, the Church establishes a liturgical semaphore system for a fast communication between the cities, churches, and monasteries. This is the Churches' first attempt at replacing the Link on a limited scale, using the latest liturgical methods.